

2016 LAFAYETTE PARISH YOUTH SOFTBALL REGULATIONS

1. Official rules will be from USSSA Softball Rules & Regulations with the following exceptions and/or clarifications as stated in rules 2-9 & 11-24 for the regular season and rule #10 for the post-season.
2. In all age groups: Every player present at the game must play a minimum of two (2) complete, consecutive innings. The non-starters must enter the game before the 3rd inning begins. An inning begins with the first legal or illegal pitch to the first offensive batter and ends when each team has alternated once on offense and once on defense. The penalty is **Automatic Forfeit**, once the game is completed. If time restrictions cause a game to be terminated prior to the end of four (4) complete innings this regulation will be waived and the game will count as having fulfilled all playing requirements. Starters and substitutes must re-enter in the same batting order that they began in. No starter and his/her substitute may be in the game at the same time. **Exception:** If due to injury, illness or ejection and by using the appropriate USSSA Softball Rules it will be allowed to have a starter and his/her substitute in the game at the same time. Coaches must notify the umpires and the opposing Coach before the game if a player will not participate due to injury or discipline. If a player enters or reenters a game under this rule but is not reported by the Coach there is no penalty. A non-reported eligible player is considered to be in the game once they have taken the field. A league has the option of using the following alternative minimum playing rule: The entire team roster bats for the entire game. Substitutions will be made every inning. No player may sit on the bench for more than one consecutive inning. Substitutes are not required to always replace the same starter. LRPD encourages the Coach to have different players sitting down each inning.
3. A team will have 15 minutes from the scheduled starting time to have at least seven (7) players to begin a game. If at anytime a team has fewer than seven (7) players the game shall be forfeited.
4. If, at the end of regulation play or time limit, the game may continue for a maximum of three (3) innings to break the tie. If a tie still exists, the game will be suspended.
5. Each Association is allowed to enter one (1) All-Star team per Regular Season League in each All-Star Tournament offered through the Department. When an Association has enough teams to form more than one league they must distribute the teams so that each league has the same number of teams or so that one league has no more than one more team than the other league.
6. No Coach, Player Substitute, Attendant or other Bench Personnel shall initiate any **malicious contact**. The offender shall be ejected from the game by the Umpire. If the offender is a player on offense he/she will be declared out unless he/she has already scored.
7. The use of alcoholic beverages, by anyone, will not be allowed either during a practice session or at a game. No alcoholic beverages may be taken on to a playing field by anyone. Managers are not allowed to smoke or chew/dip in the dugout while the game is in progress. Fans are asked not to bring any alcoholic beverages to any game sponsored by the Lafayette Recreation and Parks Department or an affiliated neighborhood organization.

8. **PROTESTS:** Each league or neighborhood will rule on all protests involving playing rules. If the decision rendered by the local committee is unsatisfactory to the manager, an appeal may be made to the Lafayette Recreation and Parks Department. If the rules committee of the Lafayette Recreation and Parks Department chooses to hear the appeal, its decision will be final and binding. A \$15.00 filing fee will be required from the appealing manager. If the protest is valid, the \$15.00 will be refunded. **PROTESTS** must pertain to rule interpretations **only**. In order to be valid, a protest must be made to the umpire when it occurs (in accordance with the Official USSSA Softball Guidelines) and submitted in writing to the appropriate league official within 48 hours of completion of the game. Judgment is not considered to be protestable. **EXCEPTIONS:** Non-compliance with age or residency requirements will result in automatic forfeiture of the game(s) whenever the violation is reported. There is no time restriction for reporting of said incident.
9. No team in the program will be allowed to participate in tournament play during the regular league season without prior approval from the Lafayette Recreation and Parks Department. Only intra-league team tournaments will be allowed for U8 League play. There will be **NO** pre-season or post-season sanctioned tournaments for the 7/8 year old age group.
10. Head Coaches and Assistant Coaches from LRPD sanctioned programs are limited in their participation with teams that are not part of an LRPD sanctioned program. Multiple Coaches from the same age group and Youth Association may not be involved with a non-sanctioned team. This involvement includes the choosing, helping to determine the make-up or coaching of a team. Any team not registered through any Youth Association and LRPD is not considered a sanctioned team. These restrictions are from April through June, which is the duration of our programs and is also restricted to involving players participating in the same age grouping in multiple programs. Any person violating this rule will be subject to the penalty deemed appropriate by the Recreation Department Staff. This penalty may include suspension from participation in the LRPD sanctioned post-season tournament.
11. Participants may play up a maximum of one age division with Neighborhood consent. The minimum age to participate in post-season is nine years old. (Nine by Jan. 1 of current year).
12. Lengths of games are as follows: U8 and U10 will be 6 innings. U12, U13, U14, U16 and U17 will be 7 innings.
13. All leagues will use a run rule (Rule 4 Section 4 FP & Policy & Procedure 0039 I Sec. 13 for SP), but it will not be in effect until after the completion of three and half innings. In SP the flip-flop rule will go into effect after three complete innings (chart between Sec. 14 & 15 in Policy & Procedure 0039 I).

U8 LEAGUE RULES (Youth Program Policy & Procedure 0039 I Section 15)

14. Teams may use ten (10) players on defense, however, four (4) must play in an outfield position. An outfielder cannot assume the role of an infielder, specifically; an outfielder cannot cover or occupy a base. In order to retire a batter/baserunner, the outfielder must throw the ball to an infielder. All leagues will bat the entire line-up using the “fall ball” substitution rule (Rule 2 above).
15. A ball hit over a fence or a drawn chalkline will be a homerun. A ball rolling under the fence or past the drawn chalkline will be a ground rule double, no batter or base runner may advance more than two (2) bases regardless of where the ball is within the playing field.

16. The batting order does not change. Each participant bats in the same order whether they are on defense or offense.
17. Time limit will be one hour and fifteen minutes (1 ¼ hours). The maximum for runs per inning will be five (5) with the sixth inning, every subsequent inning and any inning after the time limit being open. All innings will be played until 3 outs are recorded or the maximum runs (5) are reached.
18. If a league chooses to use a tee, a ten (10) foot circle in the playing area around home plate will be drawn. Any ball hit off the tee in this area, prior to being touched, that comes to rest in the circle will be a foul ball.

FASTPITCH RULES

19. The Additional Player (Rule 5 Sec. 3), Designated Player/Flex (Rule 5 Section 4) and Courtesy Runner (Rule 8 Section 3) will not be used due to minimum playing time requirements.
20. Time Limit is one hour and thirty minutes (1 ½ hours).
21. The Tie-Breaker Rule will be used (Rule 4 Section 5). If the top of the third inning substitution rule is in use then either the appropriate starter or the tied substitute can be placed at second. If batting the line-up there are no substitutes, so if the designated player is not available the absent player part of the rule is in effect.
22. In all games played in the 10U Leagues from the start of the season through and including May 6, 2016 no walks, base on balls, will be issued. Instead, if a batter receives four pitched balls a batting tee will be placed on home plate and the batter will have as many swings as they had strikes left in their count to put the ball into play or be called out.
23. All leagues will play with a maximum of five (5) runs allowed per inning or three (3) outs whichever comes first while at bat. Except for the final inning of the game which will be an open inning. Both teams, visitors and home, will have open innings or neither.

SLOWPITCH RULES

24. Time limit will be one hour and fifteen minutes (1 ¼ hours).
25. The Additional Hitter Rule (Rule 5 Section 6) will not be used due to the minimum playing time requirements.